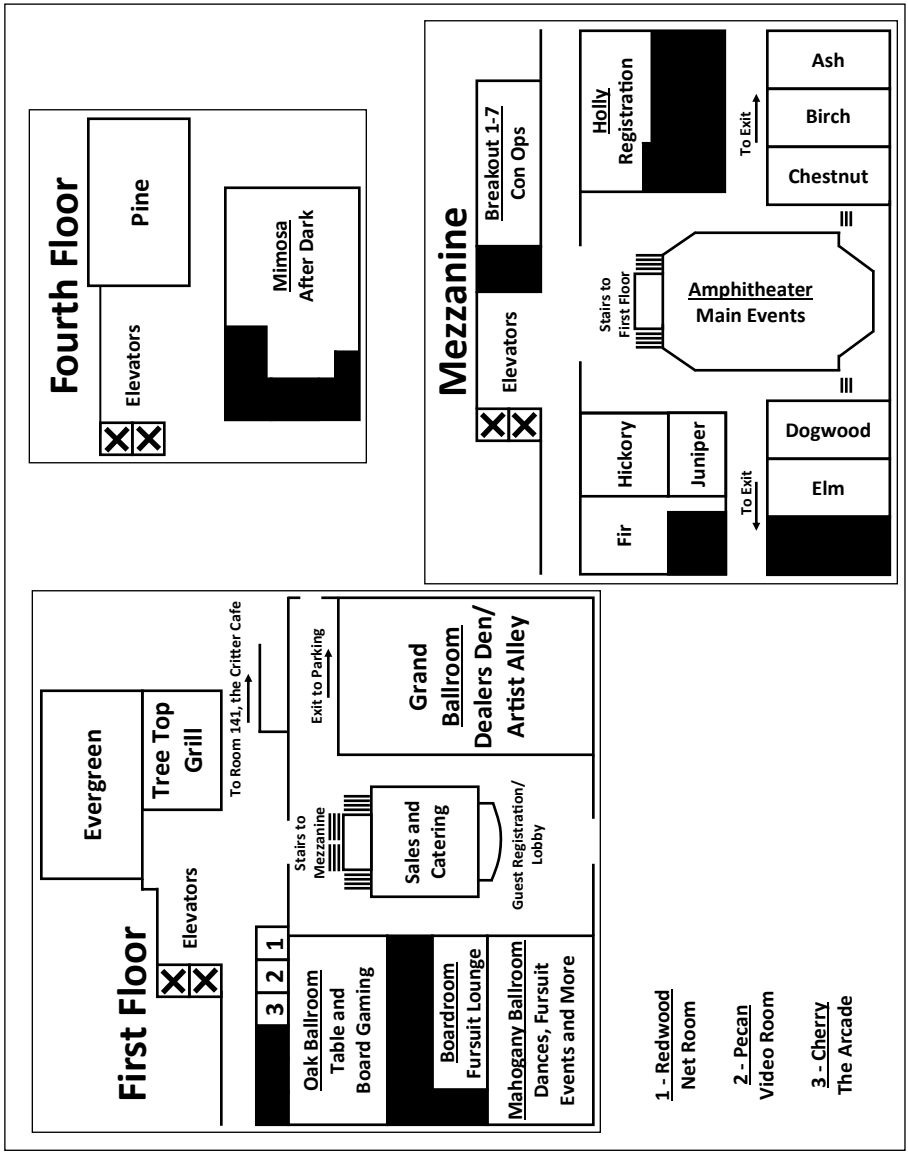
MEPHIT FUR MEET 2019

AMERICAN FOLKLORE: MYTHS AND LEGENDS

Welcome Home to MFM
At Whispering Woods!



Dedicated Room Open Hours

The Arcade
Cherry (1st Floor)
Friday: 10AM - 4PM, 7PM - 9PM
Saturday: 10AM - 9PM
Sunday: 10AM - 4PM

Art Gallery
Juniper (Mezzanine)
Friday - Saturday: 10AM - 5PM
Sunday: 10AM - 4PM

Critter Café
Room 141 (1st Floor)
Thursday: 8PM - 12AM
Friday: 10AM - 4PM, 8PM - 12AM
Saturday: 10AM - 12AM
Sunday: 10AM - 4PM, 8PM - 11PM

Dealer's Den/Artist Alley
Grand Ballroom (1st Floor)
Friday: 12PM - 6PM, **Saturday:** 10AM - 6PM, **Sunday:** 10AM - 5PM

Fursuit Lounge
Boardroom (1st Floor)
Thursday: 4PM - 2AM
Friday - Sunday: 8AM - 2AM

Net Room
Redwood (1st Floor)
Thursday: 4PM - 12AM
Friday - Sunday: 8AM - 12AM

Registration
Holly (Mezzanine)
Thursday: 7PM - 9PM
Friday: 10AM - 4PM, 7PM - 9PM
Saturday: 10AM - 2PM, 7PM - 8:30PM
Sunday: 10AM - 12PM

Table & Board Gaming
Oak Ballroom (1st Floor)
Thursday: 8PM - 2AM
Friday: 8AM - 4PM, 6PM - 2AM
Saturday: 8AM - 2AM
Sunday: 8AM - 4PM, 8PM - 12AM

Video Room
Pecan (1st Floor)
Friday: 10AM - 4PM,
8PM - **Sunday:** 4PM, 7PM - 11PM

Mephit2018 Fursuit Group Photo by rats-eye-view

Introducing Our Staff!

CO-DIRECTORS

Tyger - Operations and Critter Café
Blueheeler Sunfire - Operations and Masq
Goliath Wolf - Operations and Medical
Bunny Mickley - Operations & Registration
Alex - Operations and Security

AV

Charlie, Felpur, Misha
and Shelby T. Binturong

CHARITY AUCTION

Wulfie, Journye and Kitty

COMMUNICATIONS

BJ Buttons/Waldolf

CRITTER CAFÉ

Foxxy Dejah, Guy Incognito and
Kitty Kun

DEALERS DEN AND ARTIST ALLEY

Shelby Allen, Rama and Slick Kat

FURSUIT BADGES

Morphy

FURSUIT GAMES/LOUNGE

Seaweed Otter and Bedtime Bear

FURSUIT TRACK

Harley Zompandie

INTERNET DEN

Tigerwolf

MEDICAL

Ashley Fox, Brexx, Eclipse,
and Tigeris Tiger

PHOTOGRAPHY

Wolfshangs and Cosmo Fox

POKER TOURNAMENT

Snowolf

PROGRAMMING, PUBLICATIONS, AND SOCIAL MEDIA

Pedigree

PUPPETRY

Wielder

REGISTRATION

Lil Bit, Morphy, Mwalimu and Silver

SECURITY

PapaRob, Lisbeth Aurora, Kyo Kun,
Oci Firekytti, Zhen and Zyro

SPIRITUALITY

Chumley

TABLE AND BOARD GAMING

Leonato, Sethor and Teric Dragon

VARIOUS PANELS

Maki Hooves, Snowheart
and Windsong

VIDEO GAMING

Pedigree and Dart Wuffy

VIDEOGRAPHY

Rubix

VIDEO ROOM

Tod Q Mouse and Trek

VOLUNTEER COORDINATOR

Snowheart

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Proudly Presents
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20
20
EXPO
Oklahoma City's Premier Furry Convention
JANUARY 31 - FEBRUARY 2, 2020
The Wyndham Hotel, NW Expressway
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Welcome Home from the MFM Co-Directors!

This has been a very hard year for many with losing good friends, jobs and life just being generally turned upside down. For all the directors, it's been a hell of a year and we are looking forward to fresh starts and new beginnings. We have to remember that, here at MFM, the "NO DRAMA" zone is in effect and we need a weekend of fun just as we're sure all you do. So let's make this the best MFM ever. Make the best of what we do and have and look to the future for even bigger and better things! Don't sweat the small stuff!

It's great to once again have everyone together for the "pizza party that really got out of hand." It really is amazing seeing how much MFM has grown and evolved from its humble beginnings to the extravaganza that it is now. But the big thing here is that there is still the "Furry Party" feeling. Friends coming together from all over the U.S. and the world. One purpose, to share good times with good friends once again over Labor Day weekend.

MFM really is something amazing. There are other wonderful cons in the U.S. and across the world but nothing compares to the special things that happen each year at MFM. It's each of you that make it so special. Every attendee of MFM is an integral part of the magic. The directors and the rest of the MFM staff are the facilitators and we just keep things going.

I know this is a weekend for fun, renewing friendships and making new friends, but please over the course of the weekend let the staff and volunteers know they are appreciated. Each of them does a very hard job and sacrifices a good part of their MFM weekend just to see to it's smooth running. All 5 directors are very proud of the MFM staff - past, present and future. We know that every one of them shares the same goal, to see Mephit Fur Meet be everyone's favorite Furry Family Reunion.

So this weekend, make the best of it! Check the stress, drama and everything else negative at the state line. Make new friendships and strengthen old ones. Let those that you care about know it. Make this weekend fun for you and help make sure that it's fun for everyone else too!

Welcome home, everyone!

-Alex, Blue Heeler Sunfire, Bunny, Goliath and Tyger

Letter from the Editor

There was a time that I didn't feel like I belonged anywhere. I didn't feel like I belonged with my own family, I didn't feel comfortable around co-workers and I didn't really have many friends. I was withdrawn, hiding behind a computer screen and pretending to be anyone but who I really am throughout my day to day. I was struggling with accepting who I really was and, as a result, depressed.

This was before I was invited by Tyger to ride with my new boyfriend at the time in the convoy from Saint Louis to Mephit Fur Meet in 2011. I was skeptical and terrified of the concept of a furry convention. Even if people liked to draw and be dog people like I did, there's no way that they could ever like *me*. Even *I* didn't like me.

Fast forward to the opening ceremonies when Tyger said two words that mean a lot to me: "Welcome Home." I was still skeptical and even thought it was corny when I had first heard it but throughout that weekend, when I was observing everyone having a great time from the sidelines, I started to see it. It was a genuine sentiment, and you could be whoever you really are because you are among family.

I wasted most of that weekend watching from the sidelines instead of being a part of the fun, but it changed the way I felt. Maybe if strangers could accept each other with open arms no matter what walk of life they came from, maybe being me isn't as horrible as I thought it was. I started hosting furry meets locally after that and started to make friends for the first time in years. Accepting who I was and breaking out of my shell also really helped to solidify my relationship and now we are celebrating our eighth anniversary together!

I started to attend every year that I could and the highlight of the year always turned out to be my time with my family at Mephit Fur Meet. I just couldn't handle waiting that long to be a part of it. So I started to help out as much as I could throughout the year on staff to help put together the event and continue to take on more tasks even now because I want each year to be the best year for my family. I want to share my first year experience with everyone who takes a chance on us and make them feel like they belong because there is no greater feeling to me than finally feeling like you belong without sacrificing a single thing.

Welcome home and please let us know if there is anything we can do to make you feel more welcome.

-Pedigree

Spirit Guide

By Wielder

The campfire was neat, well stocked and lit the area clearly. Not that it was really necessary, since the sun had yet to set. The fire didn't have to work hard to cast light on the ravine edge. The sky was awash in a nice glow of reds and oranges as it darkened. Not that the one sitting by the fire noticed.

He'd been here for hours, and his impatience was obvious. He was hunched over, his knees tucked against his chest. His muzzle pressed over his knees as he wrapped his arms around his folded legs. His tail swished in the dust in irritation. Thoughts were racing in his mind and this location and its scenic beauty did nothing to calm it.

"Why am I here?", he asked himself as he looked at the fire and then up at the darkening sky. His muzzle showed his frustration, but one would be hard pressed to tell why. There was nothing extraordinary about this male. Just a coyote sitting by a campfire at the inside edge of a ravine.

Jaeden sighed heavily as he began to go through his mind yet again about the events that had brought him here. The breakup, then he lost his job, then he got sick... In the end nothing devastating, just life, right? But after he got better and started looking for a new job it was his grandfather who kept hounding him to go on a quest. The family always called Grandpa 'set in his ways' which was a nice way of suggesting that the old ways were outdated without calling Grandpa a fool outright.

But Gramps wasn't a fool. He knew his kids and his grandkids didn't believe in the old ways. But when Jaeden had been so sick he couldn't even go shopping... it was Gramps who came by and cooked and cleaned. An aged coyote who probably should have had someone doing that for him. So when Gramps told the younger male the stories of the old ways, Jaeden listened. Gratefully.

Then when the young male was back on his feet and looking for a job, Gramps insisted he go on a spirit quest. He told the younger canine about the old places. Places forgotten by most, that still held a connection to another world.

"You need to go there and see for yourself. Find your guide." Gramps had said. "And then you will see your path in life." Jaeden had been polite enough, even promising he'd do it. He wrote down the location, the ritual, the best times... even marked it on a map.

But then he got a job. And he had back due rent, and bills, and he had to work 50 hours a week just to get back on his feet. And then… Well... Then Gramps passed away.

The family gave him a modern funeral despite Gramps' wish that he be buried traditionally. Jaeden had been there and sort of resented his family overriding that choice. But it didn't matter. It's not like he was close with any of them. Mom had passed away when he was a cub and Dad had passed after he finished college. He'd never been close with his cousins or aunts or uncles…

A few years passed and Jaeden still felt unconnected. He had a decent job. He was single. But he didn't know what to do with himself anymore. And then one day, cleaning some stuff in a desk, he found the map and the notes about the ritual, and then he remembered his promise. His overdue, forgotten promise. So he took some time off work and drove out to the middle of nowhere and found this place. It wasn't special. Just an alcove in a small ravine that provided shelter from the wind.

And that was why he was sitting here in his shorts staring at a campfire in a dry arid place that was too hot for a fire. That was why his fur smelled of wood and smoke and his eyes stung whenever the smoke drifted into his face. All of that was the reason why he was sitting here watching the sky darken further as he hoped for a small glimpse of something magical, but fully expecting to be disappointed.

Gramps said coyotes used to have a connection to the other world. A place beside this one, a way of seeing other planes of thought and existence. He said they had lost that connection when they traded the land for the cities. But he said one could still live in such places and have the connection if you found your guide.

A spirit guide. Something to show you a way through life. To give you advice and teach you how to be better. For Jaeden, it sounded too good to be real. So he told himself he was here to keep his promise. Nothing more. At dawn he would go home. No more enlightened perhaps, but no more disappointed either.

Time passed as day gave way to full night. A sliver of the moon rose in the sky casting little light on the ground. The stars were vivid and intense out here. So many miles from a city, the light pollution was almost void. Just stars and a piece of the moon above him, and a fire before him.

Once the sun had gone down the air began to chill quickly. Then it went from a mild chill to flat out cold. The coyote was suddenly grateful for the fire and

quickly added some wood and scooted closer to enjoy the warmth. It meant more smoke in his face... But at least it was warm.

The next thing he noticed was the sounds. Sure, the popping and hissing of the fire was something he had heard for hours now, but there were softer sounds now. Like the sound of loose stones being moved, or a soft chirrup of some bug, followed by a strange clicking sound in the distance. It was the land coming alive at night.

That's when he noticed the shadows. The ravine edge was uneven, filled with outcroppings and jutting stones. The result in the daytime was pretty, but nothing significant. At night however, with only the flickering light of the campfire to dispel the shadows, the ravine edges looked like they were moving. Jaeden dismissed the trick of the light, tossed some more wood on, and moved closer to the fire to warm himself. The smoke thickened as it started to work on the new pieces of wood. The wind shifted yet again and suddenly the smoke was blowing directly into the coyote's face.

Jaeden began coughing and sputtering as he pulled back and began wiping his stinging eyes. His patience at its end, he stood up, determined to snuff out the fire and go home. He was done. Done with this exercise in futility. He moved from the fire and began looking for the bucket of water he had brought. He didn't see it in the darkness. His eyes, too adjusted to staring directly into the fire, couldn't make out anything in what seemed to be pitch black shadows.

But that isn't why the male froze. His lack of being able to see wasn't what made him stop... It was what he WAS seeing. Jaeden backed up slowly as he began looking around the ravine sides. The shadows were moving. Not flickering in the light of the fire. They were moving on their own. The darkness had become something else, thick and almost tangible. Jaeden felt a chill run up his spine as he realized he didn't have a shadow. His own shadow cast by the fire seemed to just stop at the edge of the darker than darkness.

And then the fire dimmed suddenly. All at once as if it had been doused. Jaeden turned out of reflex and saw the fire had dropped to coals. It was as if the wood had burned itself out, but he had just put new wood on it. The coals were still glowing casting a dim glow on the area. Quickly glancing back at the shadows, Jaeden saw something new.

A glimpse of things he had never seen, right before his eyes. The shadows had shape and even a hint of color now. One darted out and ran around his nearly dead fire. It looked like a rabbit, but with... antlers. He heard hoof beats above him and looked up to see others on horseback riding across the night sky distorting the stars and moon as they passed in front of them. New sounds filled the small

ravine, causing the coyote to look around.

It was impossible. It wasn't real. And yet there they all were for him to see. Was Gramps right? Is this what he meant when he said his family had a connection. A warmth entered the coyote, but not from the fire. A glow of hope, and possibility. The ground shook suddenly forcing Jaeden to sit down. It felt as if there was a sudden earthquake. On the ground in front of him, he saw hooves and he heard a snort from above him. He looked up into the glowing eyes of a pitch black horse. There was someone on the horse, but whoever it was, clearly had no head. The horse reared up when the earth shook again and spun around, then ran off to join the shadows. Shadowy birds that looked more like lizards leaped into the air as a flock and faded into mist as they reached the sky. A sniffing sound caused Jaeden to turn. A massive form was just a few feet away. It looked almost like a gorilla, if gorillas came nearly twice the size as they normally did. The shadow reached out a tentative hand.

And Jaeden reached out in kind. Why wasn't he terrified, Jaeden asked himself. Was there something on those logs? Is this what a stroke was like? The shadowy beast hesitated before gently tapping its knuckles against the coyote's hand. Then it stood and ran off. The ground shook again and the coyote looked up to see a giant form striding over the ravine. The ghost, or whatever it was, crossed the ravine in a single stride and when it's foot hit the ground, the earth shook. Then it stepped over and just like that was gone. Jaeden looked around at the shadows that seemed to be thinning out. Everything seemed to be leaving the ravine area, as if they had better things to do. Furry little beasts, no higher than his knees, that ran on all fours one moment, then stood and ran on two, darted up the wall of the ravine as if it meant nothing to them. Bird like creatures the size of a van lifted into the sky and flew away as their wings crackled with sparks of electricity.

Herds of figures, some humanoid, others feral departed through the ledges and gaps. And as they disappeared the ravine seemed... brighter. But also quieter. And then they were gone. Replaced with an overwhelming silence. Jaeden could practically see everything in the area just from the little light cast by the stars and moon. It was as if the world had transformed before his very eyes and for the briefest of moments, he'd been able to witness magic. Real magic.

The coyote looked around in the darkness. No moving shadows. They were gone. He felt an emptiness suddenly. He wasn't cold anymore, but felt a type of coldness none-the-less. He was alone.

"Not alone." A voice whispered softly.

Jaeden felt a twinge of panic as he looked around for the source of the voice. He didn't see anything. Was this a joke? Was someone there, toying with him? "None are alone." The voice said again. And Jaeden felt the fur stand on his arms. That was when he realized he could hear a voice, but he hadn't heard it with his ears.

"Who are you?" The coyote asked nervously. Did he really want an answer?

"What you need me to be." The voice replied. Whatever this thing was, the voice wasn't unsettling. It was actually nice, almost kind. For some reason, Jaeden felt that whatever this thing was, it was also wise, and patient. It was okay with the fact that the coyote didn't know what was going on.

"I don't know what I need." Jaeden said softly.

"Few do." The voice replied. "Look into the fire."

The coyote did as instructed and looked into the burning coals. He began remembering the past few years all over again. His dead end job, his break up, his sickness, and his grandpa... there for him when others could care less. An older, wiser, kinder coyote who cared for him and led him here. Now that he thought about it, Gramps was always there in some way. He never forced his beliefs on the family though he was always talking about the old ways. He always had advice, even if you had no intention of listening. He was always kind, always patient, always charitable.

Jaeden realized in that moment he wished he could be more like his grandpa. A family to those who needed him. A shoulder for those who needed some support, and maybe a friend to those who didn't care if he was a little 'quirky'.

A great calm entered Jaeden. Gramps had always given him lots of advice. Maybe now, he'd give some of it a try. Maybe now was a good time to make some changes in his life. The coyote looked up from the coals and saw a shadow in the darkness. A small animal of some sort, just sitting by the fire. It took a moment to make out what it was in the gloom, but Jaeden realized it was a turtle.

"You've found a path?" The turtle asked.

Jaeden smiled. "Yeah, I think I have. Are you my spirit guide?"

"I'm what you need me to be." It answered.

The coyote stood and looked around. Dawn was coming up. Which wasn't possible. Since there is no way he had been up all night and yet, he didn't doubt it

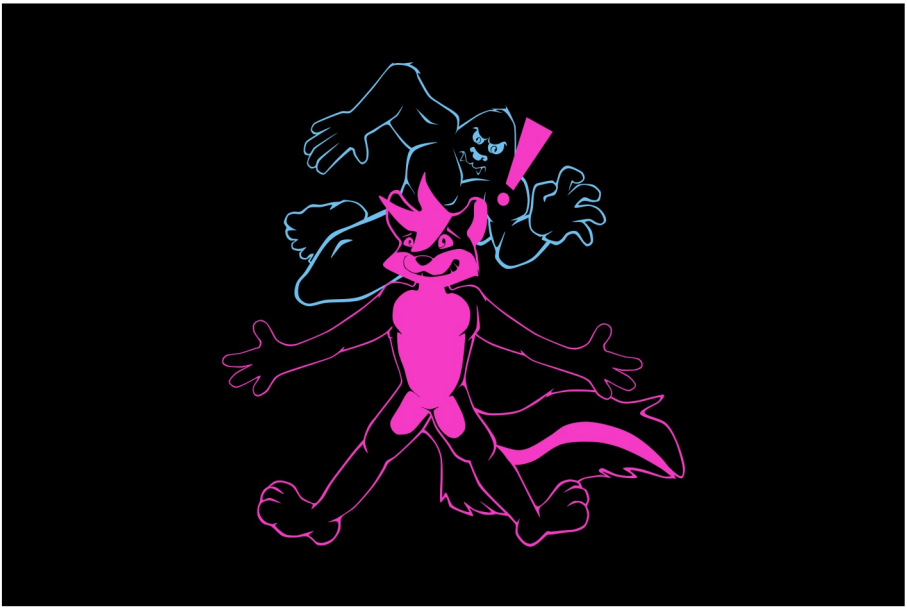
was the sun rising. He glanced back at the fire. It was dead now. Not even coals to see by. And no turtle. Just a rock on the far side. It looked vaguely turtle shaped. Maybe he imagined it, but it didn't matter.

It was right. He had a path now. A direction.

Jaeden began cleaning up his makeshift campsite, dousing the ashes, covering them with sand, picking up his clothes. He began walking back to where he had parked. Time to try out this new path. First stop... Home.

Bigfoot Attack

By Pedigree



MFM Code of Conduct

Introduction

The Mid-South and Tennessee Anthropomorphic Art Association (aka Mephit Furmeet aka MFM) hosts an annual gathering of friends and family, to raise awareness of anthropomorphic art, and raise money for our chosen charity. To help ensure these goals are met, we have established the following code of conduct for Mephit Furmeet. This code applies to all attendees, staff, volunteers and directors in attendance. For the purpose of this document, it is considered to be in effect from the moment you arrive at the host hotel and convention until you depart. **Please note, opening and closing ceremonies do not mark the official start and end of the convention.**

It is the goal of Mephit Furmeet to make everyone that attends MFM feel welcome and accepted. The goal of these rules is not to provide restrictions, but to help everyone feel as safe and welcome as we can possibly be.

Security Staff

Security Staff will have distinctive uniforms and/or badges and will be patrolling or stationed at needed locations. Please cooperate with MFM and hotel security at all times. (Hotel staff does have the same authority as a member of the convention Security Staff.) If MFM Security or Hotel staff asks you to move your activities or modify your behavior, failure to do so will be considered a violation of the convention Code of Conduct.

Three Strike Rule

MFM operates on the three strikes rule. We feel that attendees should have an opportunity to correct any behavior that is in violation of the code of conduct. All violations of the code of conduct will be documented to provide transparency. If a violation of the code of conduct is deemed severe, the directors reserve the right to forgo the three strikes rule and revoke membership on the first offense.

Minors and Adult Materials

Any attendee under the age of 18 will be issued a Minor badge, and any attendee who is under the age of 16 must be accompanied by a parent or legal guardian at all times in MFM-controlled areas, including the Dealers Den and the Con Suite. Parents/Guardians will be held responsible for issues or damage caused by their children.

The general rating of the convention is considered to be “PG” at all times in all

convention and public hotel space. Special events that are designated as “After Dark” events are considered inappropriate for minors, and are an exception to this rule. Security or MFM staff will attempt to prevent any unauthorized access by minors. Badges must be worn at all times during these special events.

Displays of Affection

While Mephit Furmeet promotes tolerance and diversity, PDA (Public Display of Affection) and nudity will not be allowed. Back scratches and hugging are acceptable, regardless of gender or sexual orientation. Please use common sense. If you have to ask or think twice about doing something in public, take it to your room.

Attire

Attendees, while in public areas (lobby, parking lot, hallways for example) may not wear clothing that is overly revealing or inappropriate for the “PG” rating of the convention. Bondage, fetish gear (including leashes) is not allowed in public spaces. Due to the nature of the fandom, collars are permitted, however, leashes are considered not only a fetish item but a safety hazard, and may not be worn in public spaces. Because of the risk of injury, leashes may not be connected to someone’s neck at any time, regardless of location.

Security staff will ask that articles of clothing/costumes that are representative of hate groups, gangs, terrorist organizations, political/religious/animal hate groups or that are determined to be inappropriate by the Directors be removed and not displayed while at the convention. This includes but is not limited to certain military/organizational uniforms both reenactment or cosplay versions. Making everyone feel welcome at Mephit Furmeet is always our goal, so our Directors reserve the right to make a decision at any time on the appropriateness of attire.

Inappropriate Artwork/Behavior

If an attendee is found to be drawing, displaying, affixing or writing hateful, offensive items, or items that violate our PG rating in/on public message boards, art jam posters, convention signage, or any other hotel or convention area they will have their membership revoked and will not be welcome back at MFM in the future.

MFM is not a political forum. We deal with politics on a daily basis and this weekend is an escape for many of our attendees. Please refrain from displaying/ distributing political paraphernalia or campaigning for any political party. If your behavior is deemed unacceptable for any reason not mentioned in this Code of Conduct, the MFM Directors reserve the right to revoke your membership.

Use of Badges

You must wear your badge at all times while in public convention space. Your badge will contain a badge name of your choosing, and a unique number. You may not alter the badge in any way to permanently obscure any of these elements. You must show the full badge, to any member of con staff, security, hotel staff, or law enforcement agency that requests it. If you alter your badge in a way to break this rule, you will be required to replace your badge at your own expense. Any person found using a counterfeit badge will be turned over to hotel security. Anyone found making copies of their badge for others will have their membership permanently revoked. “Lobby Conning” or “Ghosting” the convention is not permitted. Anyone found attempting to “Ghost” the convention will be offered the opportunity to purchase a membership. Failure to purchase a membership will result in removal from convention space.

Smoking and E-Cigarettes/”Vaping”

Per hotel policy, all public areas and sleeping rooms of the hotel are non-smoking. This includes vaping. Whispering Woods is 100% smoke free, you may only smoke in designated areas outside the hotel. Whispering Woods’ policy on E-Cigarettes / Blu cigarettes / vapor cigarettes is that it is treated as a regular cigarette and can only be used in the appropriately designated areas. Evidence of smoking in the guest room will result in a $150 charge to the guest’s credit card by Whispering Woods.

Weapons

Weapons or items that can be easily mistaken for a weapon are not allowed at the convention. This also applies to any legal permits you may have to carry a weapon. We do not disagree with your right to carry a legal weapon, but attendance of the convention means you cannot carry it at MFM. Single blade folding “pocket knives” under 3 inches in length or small Multi tools are allowed. Policy, laws and regulations of the local jurisdiction and hotel rules take precedence. Non-Realistic, prop weapons will be allowed as part of a costume. These prop weapons must be inspected, approved, and bonded by a member of MFM Security prior to display.

Harassment

Harassment of any convention participant, of any type or in any way, will not be tolerated. Harassment is a major violation and will result in removal of your badge and expulsion from the convention. If you are attempting to interact with another attendee, staff member, or hotel staff, and are told “No” or “Leave me alone,” you are expected to stop your interaction with that individual. If you find yourself a victim of harassment of any kind, please notify a member of Security immediately so the situation may be dealt with.

Harassment includes but is not limited to: Physical Assault, Stalking, Personal

Conduct/Speech, Dress/Costume, Physical/Verbal Threats, and violations of personal space.

Goods for Sale

There is to be no selling of any goods or services outside of the Dealer's Den and MFM-sanctioned auctions. Please consult the MFM Dealer's Den Policies for more information. If you are found selling outside the sales area, your information will be turned over to the Mississippi Department of Taxation for sales tax collection.

Criminal Mischief

Any attendee found intentionally engaging in acts which endanger life or property (pulling fire alarms as a prank or hotel vandalism are good examples of this) will have their membership revoked on the first offense. They will also be considered unwelcome to future events sponsored by MST3A. For egregious offenses, law enforcement may be called. Issues will be handled by Whispering Woods security. Whispering Woods management will then choose if they will file criminal charges.

Hotel Property Damages

Do not damage hotel property. This includes, but is not limited to drawing on walls, furniture, tablecloths, etc. You are liable for any damage to the hotel property. Any damage to hotel property will be handled between yourself and our hotel, not Mephit Furmeet. Mephit Furmeet will provide the hotel with as much information as they request for the purposes of identifying the parties responsible for damages, including (but certainly not limited to) use of our Security team and registration database.

Service Animals

Do not interfere with service animals. They are there to provide for the safety of our attendees who require them. Do not pet a service animal without permission of its handler. If you harass a service animal, it will be viewed as harassing the owner and the harassment policy will be enforced.

Service Animals/Emotional Support Animals must be leashed and under the control of their owner/handler at all times while in convention space. Retracting leashes must be locked to prevent the animal from freely roaming away from the owner/handler. If a service animal becomes a nuisance (running free, growling, excessive barking) at or to other service animals or attendees, the owner will be asked to remove the animal from the convention space. We follow ADA regulations as far as Service Animals and will do what we can to accommodate Emotional Support Animals but the same MFM rules apply for either. Owners of these animals are responsible for any "biological accidents" their animals may have in and on hotel grounds. When you walk your animal you are required to clean up after them.

Pets

Pets are not allowed in con-controlled areas. You are encouraged to check with the hotel to determine what their policy is regarding pets in your hotel room. Mephit Furmeet is held during the summer in the south, so we ask that you do not leave pets in your car. If MFM Security is alerted to or discovers a pet or service animal locked in a car, appropriate actions will be taken to alert the local authorities and the owner of the animal will not be welcome back to MFM.

Press and Media

In accordance with respect to local and state laws, Mid-South and Tennessee Anthropomorphic Art Association doing business as Mephit Furmeet and also known as MFM, will not allow any type of photographic or video media coverage in any convention controlled areas. This includes but is not limited to any convention-controlled space. MFM also requires that every attendee must consent in writing to being photographed or recorded in any public space at the convention hotel location by the press and the written consent must be kept on file for a minimum of one year. If not all attendees consent to this, then any type of broadcast or publication is not allowable by any media outlet. It is also not allowed to photograph or record from any public space into any convention-controlled space. Any media wishing to discuss coming to MFM must do so a minimum of 90 days prior to the start of the event.

If a member of the press is found by any MFM attendee, they should contact a staff member immediately so that the staff member may present them a written copy of the MFM Press Policy in addition to an information packet about MFM. No photographs or video of MFM may be used for any type of commercial use without prior written consent of Mid-South and Tennessee Anthropomorphic Art Association and cannot be used for any financial gain. Any personal photos or video that are taken at MFM and placed on the Internet, if asked, must be taken down immediately.

Internet Access

Hotel internet access is provided as a convenience for attendees. Any attempt to compromise or gain unauthorized access to the hotel networks will be seen as a crime and turned over to hotel security and local authorities. Anyone found using an MFM-provided network for illegal or inappropriate activities such as trading of copyrighted music, software, movies, or mature subject matter will have further access to all MFM-provided networks terminated permanently. Violators may also face revocation of convention membership privileges.

Valuables

Please do not leave any valuables in your vehicles or plain view in your room

especially if you are hosting room parties. The hotel and MFM will do all we can to ensure nothing will be taken but are not responsible for anything missing. In other words, use common sense, but ultimately, keeping your valuables safe is not the responsibility of Mephit Furmeet.

Barbecue Grills/Open Flame

Barbecue grills may not be used inside your hotel room or on hotel balconies. You may not have an open flame in your hotel room or balcony.

Alcohol Consumption/Drug Use

There is no open consumption allowed in any MFM controlled space without prior written approval from the MFM Directors. Consumption should be limited to private rooms or in the hotel bar or restaurant area. Any minor found consuming alcohol will be turned over to hotel security and have their membership to Mephit Fur Meet revoked. MFM is a drug free organization. Drug use/sales/distribution is not tolerated at the convention. Any individual suspected to be using, distributing, or selling any illegal substance will be reported to local law enforcement.

Room Parties

MFM welcomes room parties as long as they stay in control. Rooms parties are responsible for carding attendees if alcohol will be served and if minors are found, those running the room party will get to have a talk with the authorities. The hotel requests things be kept quiet after 11pm and if after being asked to turn things down, security has to make a return visit, the party will be shut down. The Critter Café is not the room party supply, anyone found taking beyond normal amounts of things will be banned from the Critter Café. You are expected to clean up after any gatherings in your hotel room. Do not leave excessive amounts of garbage in your hotel room.

Emergency Action Plan

In the event of an emergency, we've put together the following Emergency Action Plan for our attendees:

- Please gather in the Amphitheater, Panel Rooms, or Hallway at the bottom of the stairs on first floor. These are recognized emergency sheltering areas by the hotel.
- We will attempt to have water coolers in these areas in the event we must shelter for an extended period of time.
- Staff will be located in both locations to keep you advised of weather updates and when it is safe to return to your rooms.
- In the event of power failure, Suiters are asked to return to their rooms and un-suit. This is to cut down on heat and possible odors.
- In the event of fire, the evacuation routes are posted on the back of your hotel room door. We will ask that IF this happens, please head to the Pavilion for shelter and to keep the surrounding areas clear for Emergency Personnel.

Pumpkin Crunch

By Snowheart

Ingredients

- 1 16 ounce can solid packed pumpkin (I use a 24 oz size)
- 2 sticks unsalted butter (melted)
- 3 large eggs (room temperature)
- 1 can Evaporated Milk
- 1 teaspoon cinnamon
- 1/4 teaspoon salt
- 1 1/2 cups sugar
- 1 cup chopped pecans (I use enough to cover the top)
- 1 yellow cake mix

For a different take on this recipe, you can sprinkle brown sugar on top with the pecans.

Steps

1. Preheat oven to 350 degrees.
2. In a large 9" X 12" baking dish, grease it or spray it with cooking spray. If you use the large can of pumpkin, it takes up a 9" x 13" dish right up to the top.
3. Mix pumpkin, sugar, eggs, salt, evaporated milk and cinnamon in a large mixing bowl. Pour this mixture into the greased baking dish.
4. Sprinkle the yellow cake mix on top evenly. Drizzle the melted butter on top of the cake mix. Finally, sprinkle the brown sugar (if desired) and add the chopped pecans on top.
5. Bake for about 55 minutes or until the center bubbles up and starts to go down.

About Our Charity, Tiger Haven

As in years past MFM will be holding a charity auction to benefit Tiger Haven, a safe home for big cats. In order for this auction to be a success we need your help. Donations are needed, neat things that you have or find make the auction possible. We also need your attendance at the auction. We hope you are making plans to join us at MFM and while you're at it be thinking about what you can donate. Then while at MFM be sure to visit the auction and bid on something. The big cats thank you!

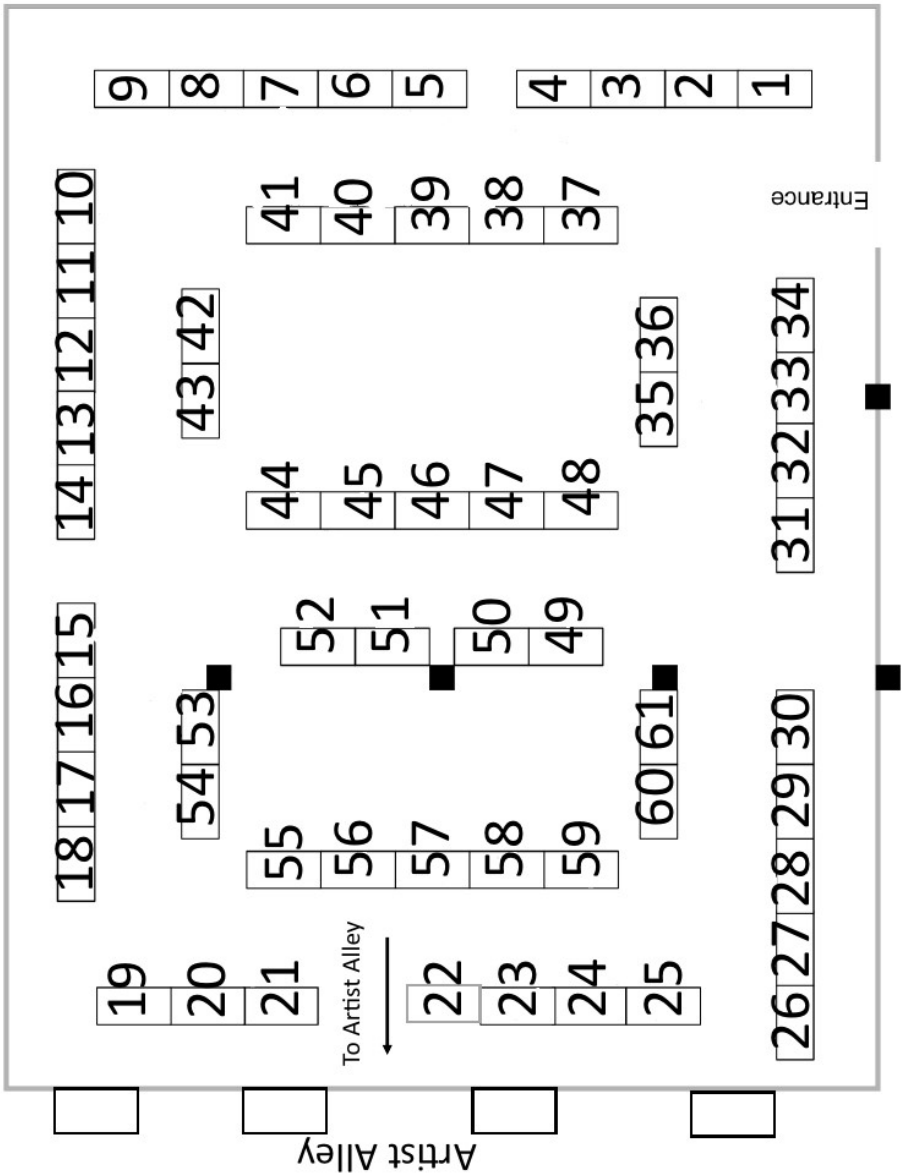
Tiger Haven is a safe haven for big cats. Tiger Haven rescues large cats such as lions, tigers, and panthers from all over the United States. These big cats may be anything from older circus or zoo cats, to cats that were obtained illegally or were neglected or abused. Once these cats have been rescued by Tiger Haven, they have a forever home. Tiger Haven is a no kill shelter that does not sell or breed their cats.

Tiger Haven started with just one cat many years ago and has grown to over 250 big cats. All these cats require enclosures to live in, food and veterinary care. These costs add up and care for each cat costs thousands each year. Tiger Haven is a nonprofit organization, which means that they rely on donations from caring individuals. The auction held each year at MFM is often the largest single contributor to Tiger Haven. Beyond the normal care for the big cats, the money raised at MFM has built multiple enclosures for Tiger Haven. These are nice enclosures that become a forever home for a big cat in need.

Tiger Haven is located in eastern Tennessee and usually affords MFM a couple of their long time workers to be with us at MFM and at the charity auction. This is not a nameless, faceless organization that we are blindly helping. These workers will happily answer any questions you have about Tiger Haven. These people work hard everyday to ensure these big cats have a safe and comfortable home for life.

Money or items donated to the charity auction held every year at MFM all go directly to Tiger Haven to be used to help these big cats in need. These big cats cannot personally thank you but their appreciation for their great care is seen everyday by the workers of Tiger Haven. On behalf of these big cats who now enjoy a safe home in the caring walls of Tiger Haven we wish to thank you for any help you can give.

The Dealers Den



Amiable Accessories - Table 44
instagram.com/amiableaccessories
Handmade stim toys, accessories, keychains, home décor and jewelry.

Art by Rabbi Tom - Table 15
furaffinity.net/user/rabbi-tom
T-shirts, comics, badges done on the spot, bookmarks and commissions.

Artworktee - Table 5
artworktee.com
We sell t-shirts with animal and pop culture designs.

Blueberry Kitten Soaps - Table 16
blueberrykittensoaps.com
Soaps and smell good goodies.

Crush's Custom Costumes
Table 35, 36
crushcostumes.wixsite.com
Fursuit parts, accessories and miscellaneous art.

Cyanide and Insomnia - Table 45
cyanideinsomnia.carrd.co
Trinkets (buttons, keychains, pins, patches, etc.) and custom at-con commissions.

Doc Bolt's Lab - Table 21
Toys and art.

Dope Bunny and Clive - Table 17
Shirts, DVDs, cups, ears and books.

Dragonmelde Illustrations
Table 8
dragonmelde.com
At-con digital badge commissions.

Dream Demons
Table 29, 30
dreamdemons.net
Face painting, artwork of various mediums and temporary tattoos.

Ebonpaw Studios
Table 6
ebonpawstudios.com
Plushies.

Entropy's Arts
Table 53
facebook.com/entropysarts/
Art, commissions, at-con badges and con-specific YCHs. Stickers, prints, decals.

Foxx Family Farm, 3 Tail Foxx and Kitsune Doodles
Table 42, 43
Homemade breads, pickles, relishes, salsas, buttons, floggers, crayons and art commissions.

Furplanet Productions
Table 32, 33, 34
furplanet.com
Furry books, comics and art collections.

Furry Logic
Table 50
Furry novels, rare and out of print videos.

Gray Elf Graphics
Table 23, 24, 25
yoroidengi@aol.com
Everything furry.

High Herot
Table 55
highheorot.com
Jewelry.

J3t
Table 13
Books, commissions and small gifts.

Jamie Kirkland
Table 38
furaffinity.net/user/saviorself555/
3D printed items, 3D commissions, fursuit head bases, fursuit claws, eye bases, noses, etc.

Ladybird Gypsy Crafts
Table 22
LadybirdGypsy.com
Chainmail.

Laser Cheetah / Cats n' Cameras
Table 10, 11, 12
jabarchives.com
Custom laser engraving and comic paraphernalia.

Laughing Rabbit Graphics
Table 51, 52
Artwork by Michael Angel Pena and plush toys by Douglas.

Legion Printing
Table 39, 40, 41
legion-bhm.com
Games, books and printing services.

Lemonbrat Studio
Table 46, 47, 48
lemonbrat.com
Fursuits, fursuit accessories, hoodies and kigurumi.

Lil Tavimunk
Table 18
liltavimunk.com
Digital picture, Tavi Tags (badges) and sketchbook sketches.

Miller Ink 13
Table 54
S.Millerink13@gmail.com
Artwork, books, crafted objects and t-shirts.

Misc Etc
Table 26, 27, 28
misc-etcetera.com
Plush, embroidered patches including custom, costuming/corsetry, chameleon corsets and jewelry.

Odds N Ends
Table 57, 58, 59
Embroidery, jewelry, boxes, crotchet and soap.

Otterly Amazing
Table 19, 20
otterlyamazing.com
Tails, paws and fursuit props.

Paw Pad Printing
Table 60, 61
Plushies, printed material and furry miscellaneous.

RaccoonArts.com
Table 4
raccoonarts.com
Custom art, badges and prints.

Scotik Productions
Table 37
scotikproductions.com
Prints, shirts, bases, pins and stickers.

Songdog Studio
Table 7
songdogstudio.com
Custom con badges, original art, premade fursuits and vinyl decals.

Spazzy Cat Studios
Table 31
spazzycatstudios.com
Lanyards, bandannas, snap tabs and embroidery.

Studio Shippy
Table 9
furaffinity.net/user/ship-wreck/
Art, commissions and other merchandise.

TGSS Wood Creations
Table 56
Stuff.

Tiger Haven
Table 2, 3
tigerhaven.org
Convention charity.

Wintre Arts
Table 49
etsy.com/shop/wintrearts/
We've got a little bit of everything! We're a group of artists featuring our work on everything from prints, wall scrolls, large blankets, dakimakura, acrylic scarves, small keychain dakis, pins, and lanyards. Example booth: https://imgur.com/41O4Cva

Wolfaya
Table 14
furaffinity.net/user/wolfaya/
Crochet items, prints and artwork.

Paul and Babe

By Lenny Mutt - pawzerstudios.com

The Artist Alley

So what is the artist alley?

The artist alley is a space that can be purchased on a daily basis in the dealers room where artist can come and sell their art.

So how's it different from the Dealers Den?

There are a few differences between the dealer room space and the artist alley:

- The area is first come, first served. You must purchase your space at the beginning of every day, there is no reserving of space before hand. Depending on demand, there may be a lottery system used to fill the space in the beginning of the morning so not to force people to line up hours before the room opens.

- You may only purchase ½ a table space, approximately 3 feet of table length.

- There is no access to power nor wall space

- You are limited in what you can sell. Generally the rule is you can't sell what you didn't make. This doesn't mean you can't sell a CD of your work, it means that you can't sell someone else's work.

Where is the alley located?

The alley will be located in the dealers room.

What are the hours?

The hours are the same as the dealer's room:
Friday: 12PM– 6PM
Saturday: 10AM – 6PM
Sunday: 10AM – 5PM

What is the cost?

Space in the alley costs $5 per day. At that point, the space is yours for the rest of the day.

How do I sign up?

There are daily signups for the alley!

- One hour before the opening of the dealer room, we will start taking name to go into the drawing for the alley spots. This will be done at the dealers room. You must be present to put your name in, you can not have another put your

name in for you. You must also have a badge before you can put your name in.

- 15 minutes before the dealers room opens, names will be drawn for the spots. When your name is drawn, please acknowledge you are there and you will be released to go claim your spot. Each spot will have a card that you will bring back to the dealer room. You must be present to claim your table.

- After all names have been drawn, artists with spots will need to sign the alley agreement, pay their $5 fee and collect their tax paperwork.

What about taxes?

You are responsible for collecting taxes however at the end of every day. The staff of MFM will give you a form and collection envelope at the beginning of each day. You are expected to turn in your taxes to the staff at the front of the room at the end of the day. Mississippi law requires the convention to send in everyone's taxes at the end of the event. Failure to do this will prevent you from getting space again. We will tell you what the rate is when you sign up.

If you have any questions, please do not hesitate to ask someone on Dealer's Den staff.

MFM 2019 Web Banner

By Ryngs Raccoon

We Want You to Volunteer!

MFM needs volunteers to help with it's many panels, activities, and operations. By working just 15 hours over the length of the Meet, you can earn a roll-over membership for next year's Meet.

The MFM staff will need help with the following: Registration, Security, Dealer's Den set-up and removal, computer room set-up Auction, clean-up, and other NIRTS areas (Need It Right This Second). You don't have to work in one place; you can pick where you'd like to help, providing that there is need.

Oh, did I mention overtime? You can earn time and a half for helping initial set-up and teardown Thursday and Monday. So, for every 1 hour you work those days, you earn 1.5 hours!

And if you don't work enough hours to make a comped membership, we'll still thank you with something special. But the attendee with the most hours worked will receive a hearty handshake, a slap on the back, and the joy of knowing that staff really appreciated the work. Oh, and something REALLY super spiffy to take home with you too!

Hours and prizes, except the Grunt of the Meet Award (TM) will be determined before the con but I promise that gophers and help staff will have plenty of time to enjoy the meet!

If you would like more information, please ask any staff member to help you get in touch with our volunteer coordinator!

Americoyote

By Crafty Coyote

The Lost Little Skunk

By Pedigree the Husky

There was a little skunk who had lost his way. Feeling alone and cold, he searched for company to lift his spirits and keep him warm. However, other animals fled from him as he approached and would not give him a chance to introduce himself or even ask for directions.

The skunk's journey was long and started to seem hopeless as others routinely turned him away, passing judgement upon him on sight. He eventually came upon the Whispering Woods. The skunk was weary and pressed into the woods, even though they intimidated him, to find cover.

The woods seemed overwhelming at first with every sound startling the little skunk. However, as he wandered further into the woods, he could hear music and laughter in the distance. Quietly, the skunk approached the welcoming sounds and hid so that he could investigate them.

There was a gathering of animals of all shapes and sizes making merry in a clearing. Some were drawing with twigs in the dirt while others played catch with acorns. Other animals were just sunbathing and talking amongst one another without a care in the world.

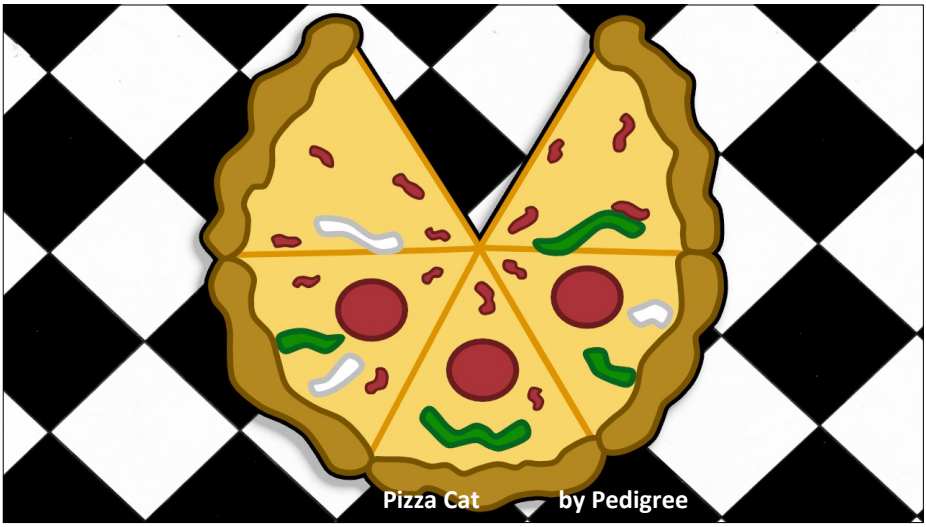
The little skunk wanted to be a part of it but worried that he would be rejected once again, so he watched from afar as he imagined himself playing with the other animals in the clearing. Oh, the fun they had! They paraded through the woods, put on a talent show and more!

Before the skunk knew it, however, the animals parted the clearing before he had a chance to join in. Determined to join in next time, the skunk waited for them to return. Seasons passed by, each with their own challenges. The skunk started to think he had imagined it all.

One morning, he couldn't believe it, the animals started to return to the clearing! They set up their games, getting together as music and laughter filled the silent woods once more. The skunk could hardly wait to greet them, running directly into a big wolf in his excitement. The skunk froze as he prepared for repercussions and rejection from the crowd of animals.

The wolf simply smiled, greeting the skunk and others joined in as he told the skunk the most wonderful words he had ever heard. "Welcome home!"

Our MFM 2019 Schedule



Main Programming

Tiger Haven Charity Auction Item Acceptance

Holly (Mezzanine)
Friday: 10AM - 4PM
Saturday: 10AM - 12:15PM
Now it the time to start bringing all those awesome goodies you've been collecting all year for the Tiger Haven Charity Auction. This auction would not be possible without you, the kitties need your help!

Opening Ceremonies

Amphitheater (Mezzanine)
Friday: 4:30PM - 6PM
Join us in the amphitheater for MFM's annual Opening Ceremony Extravaganza! What crazy things will happen this year?

Pizza Feed

Evergreen (1st Floor)
Friday: 6PM - 7PM
Our convention began as a pizza party and we keep that tradition alive by feeding the animals! Signup for the Masquerade and as a volunteer here as well!

Super Sponsor and Founder Reception

Hickory (Mezzanine)
Friday: 10PM - 12AM
Super Sponsors and Founders are invited to socialize and enjoy various edible and drinkable goodies!

Fursuit Parade

Mahogany Ballroom (1st Floor)
Saturday: 12PM - 1PM
Come show off your fuzz or just take pictures and watch the suits stroll by.

Tiger Haven Charity Auction

Amphitheater (Mezzanine)
Saturday: 3PM - 6PM
Got a few extra dollars? Come check out the Tiger Haven Charity Auction. All money raised goes to feed and care for the hundreds of big cats that have nowhere else to go. Bid quick, bid often. The kitties need your help. No seriously, they can't feed and care for themselves, no one will hire them!

Founder's Level Member Dinner

Pine (4th Floor)
Saturday: 6PM - 7:30PM
Dinner exclusively for our Founder level members!

Fursuit Frolic Games

Mahogany Ballroom (1st Floor)
Saturday: 7:30PM - 9:30PM
Teams of fluffy fursuits let the fuzz fly and compete in silly games for sillier prizes!

Masquerade Rehearsal

Amphitheater (Mezzanine)
Sunday: 9:30AM - 1PM
If you are performing in the Masquerade, please join us in the Amphitheatre to rehearse your act.

Masquerade

Amphitheater (Mezzanine)
Sunday: 3:30PM - 5PM
We have laughs, tears, boos and cheers! All of the emotions are gone through. Come see the best entertainment in the Memphis area at the annual Masquerade and leave with a sense of lost time!

Closing Ceremonies

Amphitheater (Mezzanine)
Sunday: 5PM - 6PM
Join us in the Amphitheatre as we review the weekend and set the stage for next year's MFM!

Ice Cream Social

Mahogany Ballroom (1st Floor)
Sunday: 8PM - 9PM
Another crowd favorite annual tradition, the ice cream social! Claim your free ice cream (while supplies last) and hang out!

Dead Dog Party

Room 141 (1st Floor)
Sunday: 8PM - 11PM
Hang out with us in the Critter Café as we reflect on the weekend. Nom away!
Everything food and drink must go!!!

After Dark—Adults Only

18+ Leather 101

Mimosa (4th Floor)
Friday: 9PM - 10PM
What does it mean to be Leather? Where does the term come from? Let's talk and learn what and where Leather comes from and includes.

18+ Getting What You Want - Negotiations 101

Mimosa (4th Floor)
Friday: 10PM - 11PM
So the BDSM lifestyle intrigues you. You've done some research, but the experience can vary, especially when specific kinks are introduced. We're going to chat about Negotiations. What kind are needed for various types of play? How do Negotiations differ between different kinds of relationships? Your best tool in navigating the world of RACK is the negotiation, so let's add that to your toolbox together.

18+ Primal Play 101

Mimosa (4th Floor)
Friday: 11PM - 12AM
Come join Oci and friends after dark as we discuss the basics of primal play. Learn what it is, why we do it and the many ways to enjoy this style of play. This will be a great primer for attending the Primal Play Party as well.

18+ Kinky Meet and Greet

Mimosa (4th Floor)
Saturday: 12:30AM - 1:30AM
We can't all be vanilla, so let's meet up after dark and share our interests!.

18+ BDSM 101

Mimosa (4th Floor)
Saturday: 8PM - 9PM
A beginning look at the BDSM lifestyle. This will include terminology, safety and basic dynamics.

18+ Primal Play Party

Mimosa (4th Floor)
Saturday: 9PM - 12AM
Join us for the second annual Primal Play Party. Last year went so well we are doing it again! Come and bite, wrestle, claw and scratch with your friends and new friends as we let our inner animals out to play. Attending the Primal Play 101 panel is highly encouraged for new primal players.

18+ Human Pet and Handler Meet and Greet

Mimosa (4th Floor)
Sunday: 1AM - 2AM
Human pet play takes animal roleplay to another level. Sexual for some and a blissful release from human stress for others, it can mean different things to different people to get into these feral animal headspaces.

Human pets and their handlers are welcome to gather here to meet others in the scene with space for the pets to play and a place to change into and out of their gear.

18+ The Sub Drop

Mimosa (4th Floor)
Sunday: 11PM - 12AM
After a scene, often a submissive will experience depression as they come down from their adrenaline. This is called a sub drop. The weekend comes to a close, so what now? We reflect on our experiences and discuss how we are going to deal with returning back to our normal lives. We will also discuss what we'd like to see from the After Dark track next year.

Taco Bake

By Snowheart

Ingredients

- 1 lb ground beef
- 1 package of taco seasoning mix
- 1-15oz can tomato sauce
- 1-4 oz can chopped green chilies (Don't drain)
- 1-8 oz package shell macaroni (2 cups)
- 2 cups (8 oz) shredded cheddar cheese
- 1 small onion chopped
- 3/4 cup water

Steps

1. Preheat oven to 350 degrees.
2. Brown ground beef and onions in large skillet. Drain off excess grease then set beef and onions aside.
3. In same large skillet, add water; taco seasoning mix; chilies, tomato sauce and macaroni.
4. Bring to a boil then reduce heat and let simmer for 20 minutes or until macaroni is done. If more liquid is needed to cover the macaroni, add more tomato sauce.
5. Stir one and a half of the cheese into the mixture. Pour all ingredients into a greased one and a half quart baking dish. Spread remaining cheese on top and bake at 350 degrees for 30 minutes or until cheese is melted.

Sewing with Panda Mom by Pedigree

Art Track

Art Jam

Birch (Mezzanine)

Thursday - Sunday: 9PM - 2AM

After hours fun with your favorite artists and your DJ host - Major Matt Mason, spinning demented ditties on his trusty vintage Powerbook and genuine antique boombox! Come and swap sketches or just hang out! Sorry, no art sales allowed.

Beading: Make it and Take it

Mahogany Ballroom (1st Floor)

Friday: 11AM - 12PM

Come join us and get your creativity on! Make a bracelet or a necklace that you can show off at the con and beyond. Make one for yourself, a friend, an enemy, or even your favorite pet or stuffed animal. We will have everything you need, string, beads, letter beads and scissors. Bring your creativity and knot tying ability!

Waves are Cooler than Particles

Dogwood (Mezzanine)

Friday: 1PM - 2:30PM

Bring an interesting object about the size of your fist and we will walk you through making a white light viewable hologram of your object to take home and amaze your friends with.

There will be lasers, film, chemistry (not especially toxic, but it sure stains), and darkness.

Fuzzy Logic

Hickory (Mezzanine)

Saturday: 1:30PM - 3PM

Technology in suit, from a couple LED's and a fan to digital eyes and animatronics. How to build and power electronics in a fur suit, tips, tricks, and lessons learned. Bring your projects, ideas, questions, and let's have a discussion.

D.I.Y. Art Toys

Birch (Mezzanine)
Saturday: 6:30PM - 7:30PM
If you love to collect vinyl figures or just wanted to get into the art toy seen without breaking the bank this is the panel for you! Doc will show you a more budget-friendly way to start out and turn your fursona into a cool 3D work of art!

Sewing Machines: Making Bandannas

Birch (Mezzanine)
Sunday: 10AM - 11AM
Will be answering questions and making bandannas. Pandamom will bring a sewing machine and serger machine. Proper maintenance and troubleshooting will also be discussed.

Make and Take Bujo Pages

Birch (Mezzanine)
Sunday: 11AM - 12PM
Make and take your own planner page. The ever growing idea of bullet journals has taken over the internet. Now come and make your own page (or pages). Explore if this is something you might enjoy or just come doodle and hang out with some furs.

Dances

Thursday Night Rumpshaker with DJ Felpur

Mahogany Ballroom (1st Floor)
Thursday: 10PM - 12AM
Come shake your tails and cutie-marks at the Thursday night kick off dance hosted by our own DJ Felpur! With a mix of pony and other types of music, come get your con started off right and dance the night away.

Back to the 80s/90s with DJ GrowlTiger

Mahogany Ballroom (1st Floor)
Friday: 9PM - 10:30PM
Come dance the night away to your favorite 80's and 90's hits with the Godfather Cat of MFM Growltiger!

Friday Night Dance with DJ Brexxie

Mahogany Ballroom (1st Floor)
Friday: 10:30PM - 12:30AM
Come bounce around and shake your bodies to the varied musical stylings of DJ Brexxie!

Saturday Night Tailshaker with DJ Charlie and DJ Malkontent

Mahogany Ballroom (1st Floor)
Sunday: 12:30AM - 2:30AM
Come Dance the night away with the combined tunes of DJ Malkontent and DJ Charlie! Don't miss this rare opportunity to have 2 DJs spinning together on the main stage!

Dead Dog Dance Party

Mahogany Ballroom (1st Floor)
Sunday: 10:30PM - 12:30AM
Shake those tails one last time before we flock back to our daily routines. Fight off your PCD with tunes spun up by DJ Waya!

Entertainment

Wow Happy Funtime Karaoke

Amphitheatre (Mezzanine)
Thursday: 8:30PM - 12AM
Sunday: 2:30PM - 4:30PM
Come sing your tail off with MFM's big cat, GrowlTiger.

Wielder's Moments

Hickory (Mezzanine)
Friday: 7:30PM - 9:30PM
Come by for a two hour romp as Wielder tells stories of life, family, and silly circumstances that many are glad only seem to happen to him. Learn the power of a dog's affection, how to invade cons with ducks and the origin of nipple rage.

Musical Guest: Exit Mouse

Mahogany Ballroom (1st Floor)
Friday: 8PM - 9PM
Exit Mouse is an animal rock band from Memphis, Tennessee that fuses elements of alternative rock, jazz and hip hop into anxious energy with feral nerve. Join us while we get nerdy, bash the fash, and rock out with our socks out on Friday night!

18+ Bad Fan-Fiction Theater

Fir (Mezzanine)
Friday: 9PM - 10:30PM
Come and hear some of the worst Fan Fiction stories ever written, theatrically performed by our team of slightly inebriated actors. You'll laugh, cry and die a bit more inside. Warning: This show contains strong adult language, situations, and absolute insanity.

Film at 11

Pecan (1st Floor)
Friday: 11PM - 12AM
Slip back in time with Protius and the Video Room crew as we dig through an incredible collection of MFM home movies and old films lost to time. Relive your favorite MFM moments from years past, see films released as we were still trying to touch the moon, get a glimpse of how things were made before robots entered industry, and much much more!

Musical Guests: Foxes & Peppers

Mahogany Ballroom (1st Floor)
Saturday: 10PM - 12AM
Fox Amoore, Pepper Coyote and friends *Suit Up* and return to the Mephit Fur

Meet stage to play for your entertainment!

Musical Guests: Cosmik and Rhubarb

Amphitheater (Mezzanine)
Sunday: 2PM - 3PM
We couldn't tell you what their set list is (and maybe they can't either) but whatever they've got cooked up for us is bound to be a fun and hilarious time!

Dead Dog Skate

Skate Odyssey of Olive Branch (7417 Hacks Cross Rd)
Sunday: 6:15PM - 8:15PM
Grab your furry ears and tails and join us at Skate Odyssey right across from the hotel for some post Closing Ceremony furry skating action!

Fursuiting

How to be a Fursuit Handler and Fursuit Safety

Birch (Mezzanine)
Friday: 11AM - 12PM
Join us to learn more about how to be a fursuit handler and as we go over some fursuit safety tips! Fursuiters of all shapes and sizes requested to serve as fun examples!

Fursuiting 101

Birch (Mezzanine)
Friday: 1PM - 2PM
Fursuiting 101 Introduction into what the furry fandom is and why we do what we do. Followed by an informative presentation in which we will teach the basics of safety, characterization and what it means to be a Fursuiter.

Fursuit Meet and Greet and Open Fursuit Games

Mahogany Ballroom (1st Floor)
Friday: 2PM - 4PM
Start the con off on the right furry foot! Come meet your fellow furry critters for the weekend! This is a wonderful time to swap some stories, see some fursuits, and the low down on all the fursuit track programming for the weekend Also for all of the early birds who want an excuse to get fuzzy, come on in and play some games with us!

Fursuit Cleaning & Maintenance

Birch (Mezzanine)
Friday: 3PM - 4PM
Learn how to keep your fursuit looking new with Eddie Bear.

Hugs for Charity Intro

Hickory (Mezzanine)
Friday: 7PM - 7:30PM
You've seen the banner. You may have seen the fursuiters walking with it. Now here's your chance to get in on the action and help raise money for our charity. Fursuiters, partial or full, spotters, and anyone wishing to help is welcome to attend.

Making a Duct Tape Dummy

Birch (Mezzanine)
Friday: 7PM - 8:30PM
If you want a full fursuit, chances are you'll need to provide your maker with a Duct Tape Dummy. This panel will show you how to make a DTD. Sorry, we already have a victim... er dummy... er volunteer to get wrapped in tape.

Finding More Fun in Fursuiting

Dogwood (Mezzanine)
Friday: 8PM - 9PM
So do you put your suit away after the con awaiting the next con? There are a lot more events and activities you are missing out on. Here are a few things to get you involved in so you find yourself suiting more often through out the year.

Bringing Your Fursuit to Life Through Accessories

Birch (Mezzanine)
Saturday: 10AM - 11AM
Join in to learn about the different types of fursuits one can commission. We will also discuss hints, tips, and questions to ask in order to add accessories your fursuit to help bring your character to life, whether they are done by your maker or customized by yourself!

Posing for Fursuit Photos

Hickory (Mezzanine)
Saturday: 5:30PM - 6:30PM
Our panel will educate fursuiters and photographers on posing positions and how to take their best picture.

Feline and Big Cat Photoshoot

Birch (Mezzanine)
Sunday: 9AM - 10AM
Photoshoot for feline and big cats.

Hugs for Charity Photoshoot

Mahogany Ballroom (1st Floor)
Sunday: 2PM - 2:30PM
For all those who donned their suits, spotters who stood by as assistants, or those who simply carried the bucket to help our charity, come down for an opportunity to be part of our photoshoot to capture an image of all the hard workers who put their time

and energy into this cause. Others are welcome to take photos as well.

Gaming

Are you a Werewolf?

Ash (Mezzanine)
Thursday - Sunday: 9PM - 6AM
Like to play "Are You a Werewolf?" This is your space every night from 9PM - 6AM.

Tiger Haven Benefit Poker Tournament

Oak Ballroom (1st Floor)
Friday: 1PM - 4PM
Come join Snowolf for the Tiger Haven Benefit Poker Tournament. Buy in and play away! Great prizes!!

Getting Into Board Gaming

Hickory (Mezzanine)
Friday: 2PM - 3PM
Kittyheart, a former game room host at ABC, here to explain the basic genres of board games, tips for new players and recommendation to beginners both young and old.

Red Dragon Inn 101

Oak Ballroom (1st Floor)
Friday: 7PM - 8PM
A session to learn how to play the Red Dragon Inn board game.

Nintendo Furs Meet and Greet

Cherry (1st Floor)
Friday: 7PM - 8PM
Press paws to play some Nintendo 3DS and Switch or just meet and hang out with other Nintendo enthusiasts!

Drunkards and Dragons

Pine (4th Floor)
Friday: 7PM - 10PM
This is a game of Dungeons and Dragons being performed live. This will have a DM, a panel of players, and audience participation. The players and the DM will have adult drinks. Any time a player rolls a 1 or a 20 on their roll of a 20 sided die, the player who rolled it drinks. If the DM rolls a 1 or a 20 on their 20 sided die, the DM drinks. Any time a die is rolled, someone form the audience can pay money to change the number to a 20 or a 1, at a cost of $3 per point. So, for example, if someone rolls a 17, it would cost $9 to change that to a 20, making someone drink. Money can be raised to also lower a roll to a 1. Also, given that a roll of 20 succeeds in a spectacular fashion, and a roll of a 1 magnificently fails, this also adds more fun to the game session. At some points during the game session, the next plot point, encounter, or other flavor during the game will be auctioned off to the highest bidder.

Mortal Kombat 11 Tournament

Cherry (1st Floor)
Friday: 8PM - 9PM
Come test your might against other furry MK players. Who will have that flawless victory? Who will walk away with the right to call themselves a champion? WHO'S NEXT? Sign ups will be held in the Arcade while it's open up until 60 minutes before tournament start.

Weird and Unique Board Games

Oak Ballroom (1st Floor)
Friday and Sunday: 8PM - 9PM
PinkFox shares some of his collection of unique, one of a kind, unusual, and odd board games.

Pokemon Go Meet and Compete

Cherry (1st Floor)
Saturday: 10AM - 12PM
Let's Go and meet so that we can meet other players, check out the Pokestops in the area, battle and trade our Pokemon.
Pokemon Let's Go
Pikachu and Eevee players are welcome as well!

Red Dragon Inn Singles Tourney

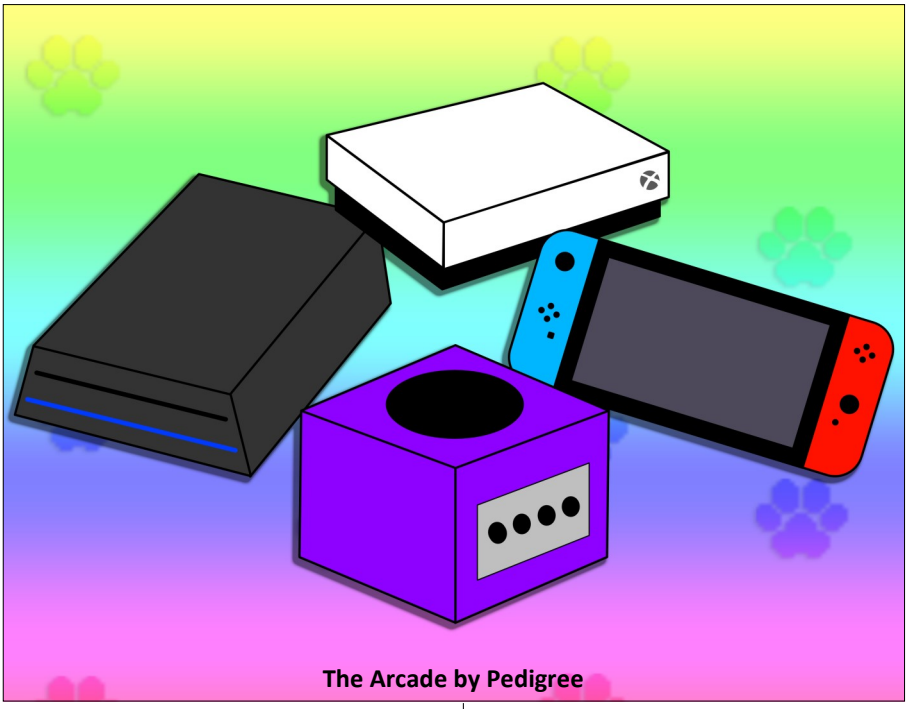
Oak Ballroom (1st Floor)
Saturday: 12PM - 2PM
A tournament of the Red Dragon Inn board game, fantasy adventurers engaging in shenanigans, drinking, and fighting in the bar after an adventure.

VR Meet and Greet

Cherry (1st Floor)
Saturday: 1PM - 2PM
Interested in virtual reality? Own a setup of your own? Meet other virtual reality enthusiasts and try out VR for yourself in the Mephit Fur Meet Arcade.

Magic: The Gathering 101

Oak Ballroom (1st Floor)
Saturday: 2PM - 3PM
This is an intro to Magic: the Gathering. To learn the basics and rules for the game and to have a basic understanding of how to play.



The Arcade by Pedigree

Mario Kart Relay Race

Cherry (1st Floor)
Saturday: 2PM - 3PM
Four teams of up to three players each control a single kart racer, passing the controller to the next player on their team as they finish a lap and move to the back of the line. Which team will come up on top and claim a prize?

Magic: The Gathering Tournament

Oak Ballroom (1st Floor)
Saturday: 4PM - 7PM
A tournament of Magic: the Gathering, the card game. This is not an officially sanctioned tournament by WOTC.
Players will be required to bring their own decks to play. The rule set will be the current standard format at the time of the tournament. If there is enough players, the tournament will consist of 4 Swiss rounds, and then break down to the top 8 with single eliminations.

The Movie Quote Game

Birch (Mezzanine)
Friday: 7:30PM - 9PM
Here it is again, folks! Come and test your movie quote knowledge for fun and prizes! TericDragon will once again host the popular Movie Quote game, where you try to identify the movie from just an audio clip. There will be special prizes for those who get high scores!

Smash Bros. Ultimate Charity Tournament

Cherry (1st Floor)
Sunday: 10AM - 12PM
Benefitting Tiger Haven, get ready to

smash! To enter, players are asked to donate at least $5 or more to Tiger Haven with their signup sheet in the container that will be provided all weekend at the Mephit Fur Meet Arcade. Win an attending membership to Mephit Fur Meet 2020!

Red Dragon Inn Team Tourney

Oak Ballroom (1st Floor)
Sunday: 12PM - 2PM
A tournament of the Red Dragon Inn board game, with teams of fantasy adventurers engaging in shenanigans, drinking and fighting in the bar after an adventure.

Wits and Waggers 2

Birch (Mezzanine)
Sunday: 1PM - 2PM
Come join Season 2 of a furry-themed Wits and Waggers game, the trivia contest where close enough counts! Up to 7 teams will play, with prizes available for the top competitors.

Musical Furs

Music in Games: What Makes Good Game Music?

Dogwood (Mezzanine)
Friday: 3PM - 4PM
Have you ever stopped playing a game

just so you can sit and enjoy the soundtrack? Join TericDragon, game industry veteran, as he leads a discussion about music soundtracks in gaming. We will go over history, psychology, musical genres, and more. Bring your thoughts and opinion, this is an audience participation panel.

Furry Rock 'N Roll

Chestnut (Mezzanine)
Friday: 10:30PM - 11:30PM
When I go through my own LP and CD collection, it's pretty easy to find many songs about animals, or Rock groups with furry-sounding names that stand the test of time. Rock 'n Roll has always catered to the furry beast in all of us.

Please join in a festive hour of tunes and memories from groups and memorable songs like The Beatles' 'Rocky Raccoon' and more recent adult alternative rock gems that folks haven't heard yet. Please join us for a howling good time!

Furry Music in the Key of 'F'un

Evergreen (1st Floor)
Saturday: 10:30AM - 12PM
Have an unusual musical instrument, something out of the ordinary? Want to share your talent (or lack thereof) with others? Want to spend an hour or so making music with your fellow furs and their musical instruments? Drop in and share a song or two with us. Windsong will bring in Native American Flutes. We're looking forward to seeing what you'll bring.

Intro to DJing

Dogwood (Mezzanine)
Saturday: 1PM - 2PM
Ever wondered what being a DJ was all about and how it is done? Join DJ Charlie as he illustrates the basics of DJing and some of the tools used in the trade!

Puppets

Puppets Meet and Greet

Chestnut (Mezzanine)
Friday: 9:30PM - 10:30PM
A Meet and Greet Social moment for those of us who love Paw Pets! Are you a puppeteer? A puppet? Someone who is simply interested in this phenomenon? Well this is the place to be. Hang out and socialize with others of the shared interest as we discuss techniques, stories, and puppets.

Puppets 101: The Basics

Birch (Mezzanine)
Saturday: 1PM - 2PM
For those already experienced, or looking to dip their toe in the water, this could be the panel for you. Come by as we discuss puppets in general and basic techniques and skills needed to manage your own paw-pet. Puppets are not required to attend. A great way to get a feel for a fun part of the fandom.

Puppets 201: Advanced Techniques

Birch (Mezzanine)
Saturday: 3PM - 4PM
For those just beginning or those with some serious skills, this could be a great panel to learn new skills or pass on some of your own. Come by as we discuss puppets as part of the entertainment experience. From coordinating your music, to planning an event, to building a stage. Take your skills up a notch and see why paw-pets are still a strong part of the fandom.

Puppet Show Rehearsal & Setup

Mahogany Ballroom (1st Floor)
Sunday: 10:30AM - 11:30AM
Rehearsal time. For those who wish to

In the Spotlight by Pedigree

be part of the Puppet show, make sure to swing by with your puppets to get your marching orders from the puppet in charge himself. Don't have puppets, but want to help? No problem. We need volunteers for back stage assistance as well as fursuiters for some scenes.

The Puppet Take Over Show

Mahogany Ballroom (1st Floor)
Sunday: 12PM - 1:30PM
Come Join your Host, Happy Two Feathers, as he takes you on a one hour romp of nonsense and silliness as he asks guests questions, performs songs, and annoys Con Staff. If puppets are your thing... then Happy just may break you of that habit…

Puppet Construction

Birch (Mezzanine)
Sunday: 7PM - 8PM
Puppets, you want one? But are not ready to fork over a lot of cash? Then how about make your own? Simple techniques, tips, and designs. A discussion on basics, and more on how to manufacture your very own puppet.

Special Interest, Regional and PSA Events

Furries and Anxiety

Birch (Mezzanine)
Friday: 10AM - 11AM
Anxiety in the fandom is common but not everyone understands it, even those who deal with it. A frank discussion about basic types of anxiety and some tips on what to do. Good for those dealing with anxiety issues as well as those who know some-one dealing with them.

Military Furs

Evergreen (1st Floor)
Friday: 10AM - 11:30AM
A gathering of Active Duty, Separated, Retired, Disabled Veterans, and/or Furs with family members who fit into any of these groups. Come share your thoughts, concerns, feel free to ask questions and share your experiences.

Discovering Cryptids: What, Where and How to Find Them

Hickory (Mezzanine)
Friday: 12PM - 1PM
A discussion on cryptids, their locations, techniques for finding and documenting them.

Horror Furs

Fir (Mezzanine)
Friday: 12PM - 1PM
Come meet other horror and creepypasta fans! We will talk about what we have found, what's coming up and more!

Tales of the Rails: Casey Jones, John Henry and More

Birch (Mezzanine)
Friday: 2PM - 3PM
American folklore is full of legends about the rails. Come hear, see and share tales of the railroads!

Owo What Does Dis Mean? Furry Terminology

Fir (Mezzanine)
Friday: 7PM - 8PM
Hoomin, Owo, boops, floof, toe beans and more! These are terms many don't know, especially if you are new to the

wonderful fandom of furries. Come join us in learning some of these terms and more!

Guess That Gulp!

Fir (Mezzanine)
Friday: 8PM - 9PM
It's all fun and games until (or during/ after) someone gets eaten! Come meet and greet those interested in vore, as we play a game based on your knowledge of such in the furry community!

Memphis Furs Meet and Greet

Dogwood (Mezzanine)
Friday: 9PM - 10PM
A gathering for the furs who live in Memphis and the surrounding areas to mingle, discuss, suggest, and plan furmeets for the future.

The Friday Night Howl

Front Yard (Outside)
Friday: 11:45PM - 12:15AM
Get together and make some noise at the stroke of midnight to celebrate the convention and each other, weather permitting of course. There will be no awoo penalties here.

Gray Muzzle Meetup

Evergreen (1st Floor)
Saturday: 9AM - 10:30AM
The furry fandom is not just for the young! Whether you've been around the fandom long enough to know what Yerf, ConFurence, alt.fan.furry, and
Furry Codes are or had many years of experience at life before discovering furries, come join us and share your stories with other gray muzzles.

Babyfur and Kidfur Milk and Cookies

Fir (Mezzanine)
Saturday: 2PM - 3PM
Our yearly cub meet and greet. Come meet other cubs and kid furs, snack on milk and cookies, enjoy a lively discussion and enter our coloring contest for fun prizes.

Southern Saddle MLP Panel

Hickory (Mezzanine)
Saturday: 7PM - 8PM
Calling all ponies, dragons, gryphons and seaponies! Gather one and all for some silly fan fiction mixed with just enough media sourced from the community to be stomached!

The Battle vs Depression

Dogwood (Mezzanine)
Saturday: 7:30PM - 9PM
Suffering from depression is something many have issues with. Sometimes for few they can over it themselves. If you can identify your depression you may work to over it. Depression is a battle you can survive and over come.

Getting Started as a Voice Over Artist

Hickory (Mezzanine)
Saturday: 8PM - 9PM
Do you think you could be a voice actor? Join us as we go over how to get started in amateur voice acting, Where best to go to audition, and Felina Full-stop will go through an audition with you! May contain some adult language at times.

Spirituality

Furries and Paganism: Anthro Deities and Religion

Dogwood (Mezzanine)
Friday: 7PM - 8PM
Come and explore some of the Myths and legends still used in various pagan religions today who have Gods, Heroes, and Ancestors who happen to be anthro. From the Berserkers of Norse Mythology who would wear animal skins to become that beast, to the Satyrs and Centaurs of Greece, to the Naga of India and more!

Heathen Blot and Sumbel Ritual

Dogwood (Mezzanine)
Saturday: 6PM - 7:30PM
Join Oci as we celebrate the ritual of a Heathen / Asatru blot and sumbel. This ritual is open to all faiths or curious people. Minors must be accompanied by an adult. Please bring your own drink for both the blot and sumbel. This can be mead, juice, beer whichever you like as we will not be passing a communal horn.

Christian Furs

Evergreen (1st Floor)
Sunday: 8:30AM - 10:30AM
We welcome all for a chance to discuss our beliefs and share our views. We focus on what binds us together, not what separates us!

Writing

18+ Fan Fiction for Starters

Fir (Mezzanine)
Friday: 10:30PM - 11:30PM
Are you a fanfiction writer? Want to be? Want to start writing? Join us at as we discuss WHY we write and resources for the fan fiction author! We will discuss tagging, trigger words, reviews, kudos and more! This is an 18+ event due to some subject matters.

Inspired to Write

Birch (Mezzanine)
Saturday: 8AM - 9AM
What inspires you to write? Some people get ideas from news articles, some from music or books they've read, and some from walking the frozen food aisle in the grocery store. I will discuss where I find my inspiration and would love to hear from other writers on where they find their own ideas.

Writer's Meet & Greet

Birch (Mezzanine)
Saturday: 12PM - 1PM
If you're a writer or want to meet the people who write, join us for an informal get-together. All writers are welcome. Network with fellow authors and perhaps pick up a few tips or story ideas.

It Was Not at the Moon: A Coyote Story

By Anonymous

It is said that long ago when all the peoples and animals spoke one language, Meadowlark brought the stories to the Wasco people. Meadowlark must not have been the only storyteller for there are many stories from many people and all so different. All of the old ones have left this world, or so I believed, but while I was sleeping I heard the voice of Rabbit quietly speaking a story that sounded so familiar yet so different. The first words I remember Rabbit speaking were, “It was not at the moon”, so this must be the name of his story, the story I tell you now.

One night, not long after man had come out into the world, Coyote sat upon a hill a short distance from a tree looking up at the stars. Coyote was known by all to be a trickster who smiled and laughed at the trick he had played or the trick he was planning next, so for Coyote to sit so quietly, so solemnly, as The Great Spirit who had given Coyote his power, caused a mother bear and her cub to take notice and come closer to see what Coyote saw. Quietly they walked closer, looking up and all around until at last the mother bear was close enough to speak, “What are you doing out here, sitting like this in the night?”

“I am looking at the stars. They are beautiful aren’t they?” Coyote replied without looking away, his voice sounded dry as if he had not spoken in a long time.

The mother bear looked up. She had never taken the time to look at the stars before, and found a great calm washing over her. If Coyote was sitting here so calmly upon this hill, there could be no danger, so she sat and watched for a while and at last answered Coyote, “Yes, friend Coyote, they are beautiful.”

The bear cub saw its mother and the elder Coyote sitting and staring up, so it too sat and stared up at the sky. Before long curiosity made the bear cub speak, “I wonder why the stars twinkle so, elder Coyote?”

“Because they are dancing.” Replied Coyote.

“How do you know that?” asked the bear cub.

The mother bear was about to scold the bear cub for questioning elder Coyote, but Coyote laughed a warm laugh and turned his head grinning as he spoke to the cub, “I have been up to see them. That is how I know that they are dancing.”

“How did you get up there, elder Coyote, and why are you looking at them from down here if you could just go up there?” the bear cub asked excitedly.

Now the mother bear did try to scold the bear cub, but Coyote was laughing too hard and let the mother bear know that he did not mind the cub's questions. "Sometimes, you can see things clearer when far away, but you two have never seen them from up close, have you? If you like, I could take you both to see the stars dancing tonight."

For all his tricks, the animals knew Coyote was not to be trusted, and the mother bear worried what Coyote was planning, so hushing her eager cub, she asked Coyote, "Friend Coyote, if you do this for us, what would you want in return? You are known for making bad trades, so you must tell me now, before we go, all that you expect of us."

"Oh, nothing at all, I go into the sky often, and I was going to go again soon anyway." Coyote replied grinning, seeming to catch the excitement of the bear cub.

Before the mother bear could question him further, Coyote shook his tail and opened his muzzle howling without sound, then as fast as an arrow from the bow, without sound the wind blew carrying the dust from the earth into the sky making a path to the stars. The mother bear was so in awe of the power given to Coyote by The Great Spirit that she did not notice Coyote walking up the path to the stars until she saw her cub following him and followed them both. As the stars came closer, both the mother bear and her cub were amazed at the beauty of the stars from up close. They saw the stars dancing and wanted to join them. Seeing their desire and apprehension, Coyote laughed that new warm laugh of understanding and assured them that they could join the dance, but asked them not to go to far for he had things to do and would want to find them again, so the mother bear and her cub joined the dance of the stars and were happy. Coyote grinned seeing how happy they were, and left the two.

After he was far enough away to not be seen by the bears, Coyote stood on the path of dust between the stars and the earth and made it fall as a feather carrying him safely to the ground. Coyote turned and grinned up at the sky with the same grin he wore when he was satisfied at one of his tricks. From here the two bears could be seen as just another set of twinkling stars. "How beautiful," said Coyote, "I think I will leave them there."

At that moment, Meadowlark burst from the tree, flying in horror for having seen and heard what Coyote had done. In the sky, without the sun to rise and fall, the mother bear and her cub would not know the passing of days so they were cut off from their people in life and from the spirits of their ancestors. Meadowlark told all the people what he had seen, and from that moment on, the mistrust toward Coyote's tricks grew into fear and hatred of his cruelty.

Rabbit stopped speaking in my ear, but I could hear his troubled breathing and knew he was still there. The story Rabbit was sharing was familiar, but I had heard that Coyote had lead five wolf brothers into the sky. I kept thinking about this and nearly fell asleep before I heard Rabbit take a breath to continue his story.

There was a fire in the forest where Rabbit lived so he ran until he was safe from the fire. Exhausted from running, Rabbit made a burrow near a hill. When Rabbit woke again, he caught Coyote's scent, but seeing Coyote sitting still and looking up at the sky, Rabbit felt overcome with curiosity and dared to move upwind closer to see what Coyote was seeing.

Just then there was a bolt of lightening that struck the ground delivering a fire being so close to Coyote that Coyote jumped backward with a yelp. Rabbit froze in fear as the fire being whose feet burned the ground to black char bellowed at Coyote, hot wind rolling from his mouth like low thunder, "Coyote! You have tricked me!"

Coyote composed himself from nearly being struck and said, "I have played no trick on you. Tell me what has made you so angry."

"Just days ago you swore to The Great Spirit to keep my secret, that I would consume the whole forest! Two days ago, I came and ate all within that forest, but the most delicious treat, for which I was waiting so long to have, was not there! I do not know how you tricked The Great Spirit, but I am here now, and now you will swear by The Great Spirit that you did not tell the bears and be struck dead as a liar, or you refuse to make this oath and I will burn you where you stand!"

Coyote settled himself and sat calmly waiting just a moment to speak so that he was sure the fire being was listening and said, "I did not ask you to tell me anything. You threatened me then as you threaten me now, that I should swear to not speak what you were about to say. If you had only kept your excitement to yourself, you wouldn't even have reason to suspect me of tricking you. The Great Spirit would know if I have tricked you, but if it will make you happy, I will repeat my oath. I swear by The Great Spirit that I have kept my oath and did not tell the bears or anyone else of your plan to consume the forest in fire."

The fire being was shocked and waited and looked around for any sign that The Great Spirit was going to strike Coyote dead for lying. As he turned flames leapt off of the fire being' shoulders with the sound of great gusts of wind, but nothing came, and the fire being grew angrier as his flames grew taller and wider, lighting the hill like the dawn, "Somehow you are tricking me, Coyote! Swear by The Great Spirit that you are not hiding the bear and her cub and be struck dead as a liar, or refuse to make this oath and I will burn you where you stand!"

Coyote look frightened and stood backing away from the fire being's growing flames, but he spoke loudly so that the fire being could hear him over the crackling of his own burning, "I swear by The Great Spirit that I am not hiding the mother bear nor her cub, who lived in the forest you burned, anywhere on this earth."

Again the fire being waited and grew angrier still as The Great Spirit did not strike Coyote dead. The fire being roared as his flames grew to that of a great bonfire encircling the hill and rushing up the split tree. Coyote jumped back in fear, and even Rabbit who was still hidden down the hill felt the heat of the fire being's rage.

"Coyote!" the fire being spat red hot coals as he yelled, "Somehow you have tricked me and The Great Spirit, but now you will make one more oath! Swear by The Great Spirit that you will never speak of any of our meeting, from the day you first swore to me until the end of this night, or refuse to make this oath and I will burn you where you stand!"

Rabbit knew that the fire being was very prideful and if he could not prove Coyote to have tricked him, then he would make Coyote swear to keep the secret so that no one on earth would know that the fire being had been tricked.

Coyote cowered and moved in frantic circles whimpering in the heat. The smoke made it hard to breathe as it hung in the air as thick as fog. Coyote's instincts told him to run, but having no where to run Coyote kept his wits enough to repeat the oath demanded of him, "I swear by The Great Spirit to not speak of my meeting with you, from the day I swore to keep your secret until the end of this night."

Again the fire being grew in size and anger, bellowing wildly. Rabbit who was still far from the hill could no longer see Coyote as he watched the fire being raise like a mountain into the sky. Even at this distance Rabbit felt the heat and choking smoke all around him. The plants around where Rabbit hid begin to dry up before him. The sound of the fire roared over everything as if standing at the base of a waterfall, as if standing under the crash of thunder. The grass hissed and screamed as it too was consumed by the fire beings unstoppable rage. Even though the smoke burned his eyes, Rabbit was too frightened to look away as the fire being reached out his massive hand toward Coyote. Coyote cowered for a moment then stood tall and roared loud enough so that even Rabbit could hear him over the fire, "Fire being! Stop this instant! For all the oaths that you have forced me to swear tonight by The Great Spirit, do you think The Great Spirit is not watching?! You have threatened my life if I did not make these oaths and now you make to kill me that I have made them! Listen well, fire being, it is said that all creatures of earth who make false oaths to The Great Spirit will be

consumed by fire, because above all else the creatures of earth fear fire, but you are not a creature of the earth, so think well about what you are most afraid and what will bring you the most agony, for if you touch me now, that is what will befall you!"

The fire being drew back his hand and appeared frightened, his flames shrank back to his body, leaving little but soot where he had once been, but he continued to speak loudly, "Then you will make one more oath."

Coyote interrupted the fire being, "I have made enough oaths to you! Leave me be!"

The fire being grew again and yelled, "You will make one more oath lest you admit to tricking both I and The Great Spirit, and this oath is that you will swear should you ever see the mother bear or her cub again that you will run to me immediately and tell me where they are so that I may consume them as I intended!"

Coyote looked defiantly at the fire being and after a long pause began to speak, "I swear by The Great Spirit that if I ever see on this earth the mother bear or her cub, that lived in the forest you consumed, that I will run to you immediately and tell you where they are. I also swear that this is the last oath I shall ever give to you, lest we both be struck dead."

The fire being had nothing left to say and disappeared with a great turn of his flaming body and the wind gusted from his leaving.

Soon, Coyote sat again and looked up at the stars. A long while later, Coyote spoke toward the stars as if the mother bear and her cub could hear, "My friends, I tried to save you from a horrible fate. I was going to come get you, but now I cannot return you, and I cannot even tell you why. I cannot even tell you what happened."

By the full moon's light, Rabbit could see Coyote grinning as he said, "I hope you like dancing." Then Rabbit saw a tear roll from Coyote's eye and heard Coyote begin to sob then begin to howl. Rabbit respected Coyote for being of the first of The Great Spirit's children and knew that Coyote hated being seen crying, so Rabbit left and kept quiet about what he had seen.

As the story of Coyote's placing the bears among the stars was passed among the large creatures and birds, Rabbit kept Coyote's dignity and did not speak of what he had seen for far far too long after the people and creatures of the earth had come to speak different languages. Eventually, Rabbit learned of the story spoken by the larger creatures and that the fire from which Coyote had saved the two bears, was the same that caused Rabbit to run from his forest. Until Rabbit had heard the story of what happened before he was watching Coyote, he did not

know what had happened between Coyote and the bears and was too frightened by the fire being to talk about what he saw.

I do not know what became of the bears. When I first heard the story of Coyote and the five wolf brothers, I was angry at Coyote that he could be so cruel to abandon and imprison those who trusted him. Now, when I think that the mother bear and her cub could still be in the sky and angry at Coyote for leaving them there, I feel a deep pain in my heart that they wouldn't know that Coyote had saved them from a worse fate, and I feel a deep pain still that I, like so many others, have judged Coyote's actions as evil when he was acting out of compassion. I have tried to remember Rabbit's last words as he told this story, but for all that I can remember of what was said, I cannot remember why Rabbit had come to tell me all of this. I wondered if it was merely that I was one who could still hear the voices of the old ones, and by listening, share the story so that it may be shared again and come to find the ears of whom it could heal. Then I realized that we are all like the bears, because we may blame the ones who seem to have led us to where we do not want to be, but not being able to see down the path that we did not take, it may be that those who we call our enemy may yet have saved us from something worse.

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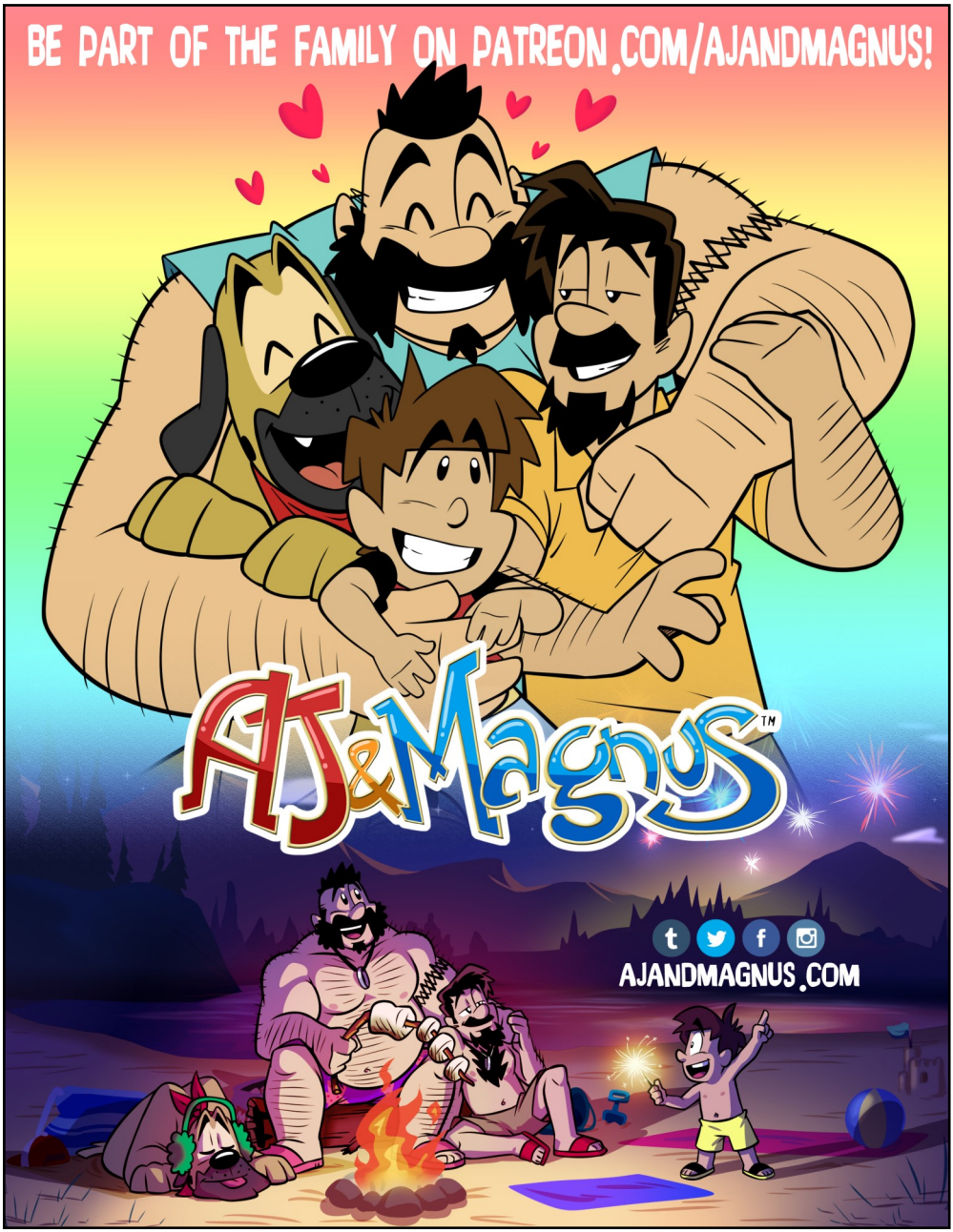
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